

# DIGITAL COMPOSITOR

\* JIM TUCKER \*

## DIGITAL FILM COMPOSITING, ANIMATION & GRADING

P. O. Box 3719  
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(323) 469-8647 voice-mail

LIVE WIRE LOS ANGELES

**PHOTOSHOP** **IMAX FILM: "MAGNIFICENT DESOLATION"**  
Tiling hi-res NASA lunar photos (14-17) into a 36K by 6K panorama for stereo camera mapping.

FILM ROMAN LOS ANGELES

**FLAME, COMBUSTION** **FEATURE FILM: "DEMON HUNTER"**  
Wire - rig removal.

LOWREY DIGITAL BURBANK

**IRADAS: SPEEDGRADE** **FEATURE / EPISODIC COLOR GRADING**  
Meta data script creation of color grading parameters using Speedgrade, for final rendering on a 600 Mac dual G-5 render cluster.  
**IMAGICA SCANNER (IMAGER XE ADVANCED)**  
Scanning of neg and IP at 2K and 4K

i/o FILM BURBANK  
**COMBUSTION** **FEATURE FILMS: "SHAO LIN SOCCER", "HAVANA NIGHTS"**  
Chinese to English sign replacement, tracking, compositing, rotoscoping; extreme scratch removal.

THE POST GROUP TORONTO

**COMBUSTION** **FEATURE FILM: "ROUGH AIR"**  
Film title temps, design and compositing.

MENACE EFX LOS ANGELES

**SHAKE** **FEATURE FILM: "MONKEY BONE"**  
Rotoscoping and green screen compositing.

DIGISCOPE LOS ANGELES

**INFERO** **FEATURE FILM: "VOLCANO"**  
Multi-layer green screen compositing + **SAPPHIRE SPARKS** animation software.

COMPUTER FILM COMPANY (CFC) LONDON

**FLINT** **FEATURE FILM: "MUPPET TREASURE ISLAND"**  
Film temps for feature.

FOR CINERGI / MASS ILLUSION @ IMAGE GROUP NEW YORK

**FLAME** **FEATURE FILM: "JUDGE DREDD"**  
Anamorphic compositing of green screen material, rotoscoping for Cinemascope output.

R/GREENBERG (RGA/LA) LOS ANGELES

**COMPOSER** **FEATURE FILM: "IMMORTAL BELOVED"**  
Compositing and Icon Productions film company logo preceding film. Output to 1:85 and Cinemascope

# EDITOR - COMPOSITOR

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## HD / SD TELEVISION FINISHING, COMPOSITING & ANIMATION

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### TIGAR-HARE STUDIOS

LOS ANGELES

#### **DIGITAL FUSION**

#### **GAME CINEMATICS**

Compositing, FX integration, color grading to match elements and scene to scene matching.

### HERRING BROADCASTING / WEALTH TV

SAN DIEGO

#### **SMOKE 6 HD / TESRO**

#### **LIFESTYLE CABLE CHANNEL**

#### **SAPPHIRE SPARKS**

HDTV (1080i) show assembly, open & bumper animated builds, online EFX editing.

### LEVEL 3 POST

BURBANK

#### **FLAME**

#### **MUSIC VIDEO "AWOL"**

Green screen compositing, rotoscoping, color correction, **SAPPHIRE SPARKS**.

### RUDAS GROUP

DUSSELDORF

#### **INFERN0**

#### **SPOTS / TVC**

Commercial spots for German television.

### For TITLE HOUSE @ HOLLYWOOD DIGITAL

HOLLYWOOD

#### **INFERN0**

#### **SPOTS / TVC**

Four-walled bay for Hassboro Toys :30 spot.

### BIPACK

HOLLYWOOD

#### **FIRE**

#### **DOCUMENTARY: "GET BRUCE"**

Editorial finishing (from 6 formats) of 74 minute piece bumped to 35mm for **SUNDANCE**

### FOX FAMILY CHANNEL

BURBANK

#### **SMOKE**

#### **ON AIR PROMOS**

Editing :15 & :30 **PROMOS** with efx for air.

### DIGITAL UNIVERSE

SANTA MONICA

#### **FLAME**

#### **MUSIC VIDEO for Mary Wilson**

Wire removal, compositing and efx animation.

### DREAMWORKS INTERACTIVE

LOS ANGELES

#### **FLINT**

#### **VIDEO GAME: "GOOSEBUMPS"**

Multi-layer compositing and EFX animation for interactive video game.

### VIDEO COPY COMPANY (VCC)

HAMBURG

#### **FLAME**

#### **SPOTS / TVC**

Commercials for German market and staff training.

ARTE MEDIA

BERLIN

**FLAME****CORPORATE**

Multi-layered video for Minolta at CeBit European trade show

MEDOX MEDIAN

DUSSELDORF

**FLAME****SPOTS / TVC**

Episodic TV show open for ZDF network Germany

Feature film script breakdowns for EFX bidding.

SONY HIGH-DEFINITION TELEVISION CENTER

CULVER CITY

Arc Image Paint & Compositing software / SGI **ONYX**. Sony High-Def digital, analog tape machines, frame stores, down converters, signal processing.

Set-up &amp; led review of 30 vendors' software for SGI platform.

Participated in recommendations &amp; training in above software. Unix intensive

S T & O

COPENHAGEN

**WAVEFRONT****SPOTS / TVC**Team participation in 5 :30 spots (3D / **WAVEFRONT**) for commercial TV station in Denmark. Modeling, animation, lighting, rendering. Unix intensive.MENTAL IMAGES

BERLIN

**WAVEFRONT****SPOTS / TVC**Gathered first American team (4) for new CG company. Worked w/ team on 3 min. + full 3D company demo taking prizes at **NCGA, NICOGRAPH, SIGGRAPH**

Modeling, set-up Pantone color match system, handled sys-op duties, video i/o functions, back-ups.

ROBERT ABEL & ASSOC.

HOLLYWOOD

Sys-op &amp; support TD

**SPOTS / TVC**

Encoded data for modeling, used Polhemus 3D digitizer, file conversions, script editing, data massage, move tests, animatics &amp; wedges.

Ran film recorder, managed film lab i/o, tape archive. Unix intensive.

# Training

MAYA 3D LIGHTING / RENDERINGTRAINING @ GNOMON

HOLLYWOOD

10 week comprehensive course

SHAKETRAINING @ GNOMON

HOLLYWOOD

10 week comprehensive course

MAYATRAINING @ DHIMA INSTITUTE

SANTA MONICA

9 months of night classes on Maya 3D software

INFERO, FLAME, SMOKE@ DISCREET LOGIC

SANTA MONICA &amp; LONDON

1 week update courses every few years

INFERO / FIRE UPDATESNAB 2005 / 04 / 03 @ FXGUIDE SEMINARS

LAS VEGAS

Advanced seminars for key feature updates on latest software.

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